SHADOW GIANT

Standing before you is a massive, vaguely humanoid shape wreathed in shadows. The creature's body is jet-black with long, ropey limbs. Its serpentine torso tapers off into a point where the legs of most humanoid creatures would be. In place of eyes, two azure burning points of fiery light stand out against the creature's shadowy form. When it speaks, black smoke rises from gash acting as the creature's mouth, and that same azure light leaks into the area.

Not So Giant. Shadow giants, or shadow people as they prefer to call themselves, are not actually giants in the true sense of the word. While they may have a stature similar to that of other giants and giant-kin, they are actually descendant from an ancient race of creatures who became cursed as a result of their fascination with dark magic. They reside in the darkest corners of the Shadowfell, only ever shifting to the Material Plane to trade with others or to enact some sort of plan. The fact that they grow tremendous in size when exposed to the light of the sun is largely

responsible for them being classified as giants by many scholars who did not fully understand what they were looking at.

Mysterious Traders. The shadow giants come across all manner of oddities in the Shadowfell, however, the thing most precious to them is obsidian. They use orbs of obsidian as incubators. It is the only substance capable of accepting their essence and acting as a sort of egg, in order to propagate the species. To ensure they have a healthy stock of obsidian on hand, shadow giant merchants will travel to the Material Plane with their collection of valuables in order to trade them with mortals for as much obsidian as they can carry. Due to their appearance and notoriety as beings from the Shadowfell, they often avoid large city centres, instead opting for more secluded areas on the outskirts of large cities. The ideal situation for a shadow giant is to arrange an understanding with someone in a position of power to keep regular trade of goods from the Shadowfell flowing in exchange for a steady supply of obsidian they can rely on.

Shadow Giants in Dark Sun

Shadow giants originally came from the Dark Sun setting where they were descended from a group of halflings that aligned themselves with Rajaat the Warbringer. They reside in The Black and are doomed to a cursed existence caught between the infinite darkness of their new home and the Material Plane. Shadow giants on Athas also speak the halfling language, a holdover from their ancestors who set them down their blighted path.

Shadow Giant

Huge Monstrosity, Typically Neutral Evil

Armour Class - 15 (natural armor)
Hit Points - 171 (18d12 + 54)
Speed - 40 ft.

STR 20 (+5)
DEX 17 (+3)
CON 16 (+3)
INT 18 (+4)
WIS 16 (+3)
CHA 11 (+0)

Skills History +7, Stealth +6

Vulnerabilities force
Damage Resistances acid, fire, lightning, thunder
Damage Immunities cold; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 120 ft., passive Perception 10
Languages Common
Challenge 7 (2,900 XP)

Proficiency Bonus +3

Traits

Shadow Body.
In areas of dim light the shadow giant's size becomes large and its attacks have the number of damage dice they roll reduced by one. In areas of darkness its size becomes medium and its attacks have the number of damage dice they roll reduced by two. All its other game statistics remain the same.

Light Consumption.
Shadow giants become more powerful when exposed to strong and direct light. In an area of bright light the giant restores 2d6 hit points at the start of each of its turns. Additionally, anytime the giant would take radiant damage, it instead restores half as many hit points.

Actions

Multiattack.
The giant makes two slam attacks

Syphoning Slam.
Melee Weapon Attack: +8 to hit, reach 10 ft., one creature.
Hit: 23 (4d8 + 5) bludgeoning damage and thief the target is equal in size or smaller the target is grappled. The target's strength score is reduced by 1d4. The target is unconscious if this reduces its Strength to 0. The reduction lasts until the target finishes a short or long rest.

Darkbolt.
Ranged Spell Attack: +7 to hit, reach 60/240 ft., one creature.
Hit: 30 (4d12 + 4) cold damage and the target must succeed on a DC 15 Constitution Saving Throw or suffer a level of exhaustion.

Descend.
If the giant is not in the Shadowfell it magically teleports to the Shadowfell. It may take any objects it is currently holding and any creatures it is currently grappling with. When the giant transports a living creature to the Shadowfell in this way that creature immediately suffers a level of exhaustion. If the giant uses this action while in the Shadowfell, it may magically plane shift to another plane of its choosing.